2. (Amended) The method of claim 1, wherein said step of transparently simulating the allocation of a private colormap further comprises:

storing in the secondary lookup table information received from said application program relating to one or more requested colors privately allocated by said application program;

performing a closest match of said requested color to a color stored in said default colormap; and

returning said closest match to said application program.

B1 cont.

3. (Amended) A computer program product, comprising:

a computer usable code storage medium;

computer readable code embodied in said storage medium for reducing colormap flashing on a display system, the display system having a single hardware colormap, the computer readable code comprising:

computer readable code devices to cause a computer to effect intercepting a request from an application program for an allocation of a private colormap; and

computer readable code devices to cause a computer to effect transparently simulating the allocation of the requested private colormap by providing a reference to a cell in a default colormap, whereby creation of and swapping to the requested private colormap are not performed by the computer program product.

B2

7. (New) The method of claim 2, further including prior to performing the storing, determining whether the requested color was for a read-only color cell, when determined not a read-only request, performing the storing and only performing the performing the closest match and the returning when a space is not available in the secondary lookup table, and when determined a read-only request skipping the storing and performing the performing the closest match and the returning the closest match.